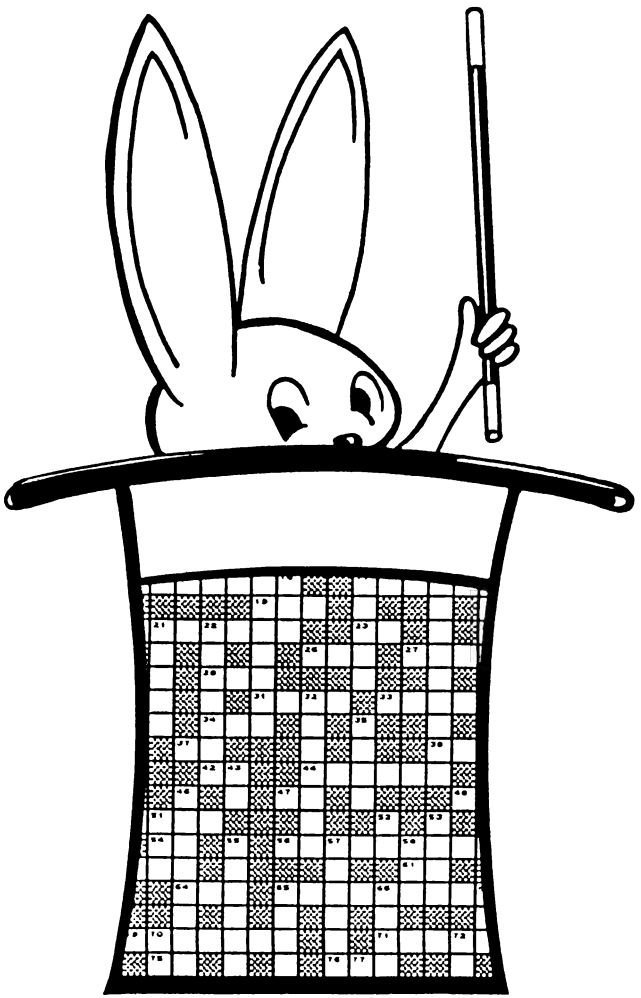
Crossword Magic™



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OVERVIEW:

CROSSWORD MAGIC will create a crossword puzzle for you using your words and clues. Once created, your puzzle may be played on the screen or a hardcopy playable version can be produced with most graphic printers.

CROSSWORD MAGIC constructs a British non-symetrical puzzle. There are two major advantages to the British non-symetrical style. You can create an all topical puzzle and all clues must be answered in order to finish the puzzle. If a symetrical puzzle is desired you may press ESC key and select Manual Mode. This will allow you to move a flashing cursor to any location on the puzzle grid and manually insert the desired letters. (Refer to "Play A Puzzle" for cursor movement instructions).

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MAKER DISK

Insert your Crossword Magic disk (Label Facing Up) into drive number one and boot as you normally would. When the booting process is complete, you may select any of the following seven selections.

(1) CREATE A PUZZLE

Press (1) Create a puzzle and select AUTOMATIC PUZZLE SIZING or choose the desired puzzle size from 3 to 20 boxes. Simply type a word and press the RETURN key. CROSSWORD MAGIC will automatically interconnect and enter your word on the puzzle grid. Holding the CTRL key down while pressing the letter R will RELOCATE your word to the next available location. If your word does not fit, it becomes an UNUSED word and is stored away for possible future use. Inversed lettering is used to identify the most recent entry to the puzzle. Holding the CTRL key down while pressing the letter X will remove ALL words in inverted lettering. When ready, you then enter a clue for each word. Clues may be 98 characters long (three lines). After all clues have been entered they may be reviewed and retyped as needed. Pressing the ESC key will display the various options needed to create a puzzle.

(2) PRINT A PUZZLE

Insert any MAKER or STORAGE disk containing the puzzle to be printed and press (2) Print a puzzle. After making your selection, your puzzle will be displayed. If you answer Yes to "Print this puzzle (y/n)", your current printer settings will be displayed. Press RETURN to begin printing or change printer settings as required.

(3) TRANSFER A PUZZLE

Insert any MAKER or STORAGE disk containing the puzzle to be transferred and press (3) Transfer a puzzle. After selecting your puzzle, it will be displayed on the screen. Then insert your destination disk and press any key. In a few seconds the transfer will be complete. A puzzle may be transferred to any MAKER or STORAGE disk.

(4) DELETE A PUZZLE

Insert any MAKER or STORAGE disk containing the puzzle to be deleted and press (4) Delete a puzzle. After making your selection, your puzzle will be displayed. If you answer Yes to "Delete this puzzle (y/n)", your puzzle will be deleted.

(5) COMPLETE A PUZZLE

Insert any MAKER or STORAGE disk containing your INCOMPLETE puzzle and press (5) Complete a puzzle. All incomplete puzzles are identified with "(inc)" after the name. After making your selection, you may continue and save progress again or complete the puzzle.

(6) EDIT A PUZZLE

Insert any MAKER or STORAGE disk containing the COMPLETED puzzle you wish to EDIT and press (6) Edit a puzzle. After making your selection, you may add more words to the puzzle, retype any clue or rename the puzzle.

(7) EXIT PROGRAM

Exit program allows you to load another program without turning your computer off and on. Press (7) Exit program, insert the next disk and press the ESC key.

PLAYER DISK

Insert your Crossword Magic disk (Label Facing Down) into drive number one and boot as you normally would. When the booting process is complete, you may select any of the following three selections.

(1) PLAY A PUZZLE

Insert any MAKER or STORAGE disk containing the puzzle to be played and press (1) Play a puzzle. After making your selection, your puzzle will be displayed with the appropriate clue and a flashing cursor to denote your position. Pressing the SPACE BAR will change your direction ACROSS or DOWN. Using the ARROW KEYS and Space Bar will move the cursor Left, Right, Up or Down. Type directly on the puzzle, if you wish to change a letter simply type over it. To erase a letter press any NUMBER key. If you wish to finish the puzzle later, you may save your progress. Unfinished puzzles are identified with your initials after the puzzle name. When finished, select the answers option and your puzzle will be corrected and scored. All correct answers will be identified with inverted lettering. While reviewing clues, pressing the RETURN key will display your original answers. Pressing the ESC key will display the various options needed to play a puzzle.

(2) MAKE STORAGE

Insert a BLANK diskette and press (2) Make Storage. In approximately 30 seconds you will have a STORAGE disk. A MAKER or STORAGE disk may contain a maximum of 20 puzzles.

(3) EXIT PROGRAM

Exit program allows you to load another program without turning your computer off and on. Press (3) Exit program, insert the next disk and press the ESC key.

SYSTEM REQUIREMENTS

- Apple II/IIe Or Apple III (In Apple II Emulation Mode), 48K Of Memory, 3.3 DOS and One Disk Drive.
- IDS Paper Tiger 440G, 445G, 460G, 480, 560G, Microline 82A, 83A, 84, 92, 93, Apple Silentype, MPI 88G, 99G, Epson MX-70, 80, 100, Centronics 122, 352, 353, 739, NEC PC-8023, C. Itoh Prowriter, Anadex DP-9000, 9001, 9500, 9501, Malibu 200, Apple Dot Matrix and Gemini 10/15.
- Microline 82A and 83A printers require "Okigraph" rom upgrade kit.
- Epson MX-80 printer requires "Graftrax" rom upgrade kit.
- Apple/Centronics, Apple III Universal, Epson, CCS-7720A, 7720B, 7728, 7729, CPS-Multifunction, APIO/AIO, Grappler, Interactive Structures, MPI, Microbuffer II, Microtek, Wizard, Dumpling GX/GX-64, Genie, Printer Mate or Tymac PPC-100 parallel interface cards.
- Provisions for your own I/O driver.

LIFETIME WARRANTY

In the event one of L & S Computerwares software products becomes damaged or worn out, return the disk and L & S Computerware will send you a new disk containing the latest version of the original product. A $5.00 replacement fee per disk plus Shipping and C.O.D. charges will be collected upon return. With proof of purchase, replacements are free to the original purchaser within the first 90 days.

•• Crossword Magic Tips and Techniques ••

In the following, "OBJECT" word refers to the most recently Typed word to enter the puzzle.

- When creating a puzzle, use larger words first. Then use smaller words to fill the puzzle in.
- When an Object word enters the puzzle, you may RELOCATE or REMOVE it. Once another word is entered to the puzzle, it becomes the Object word and control is lost on the previous puzzle entry.
- When pressing CONTROL-R to relocate an Object word, any other highlighted words are returned to unused word storage before the Object word is relocated.
- Pressing CONTROL-X will remove the most recent entry to the puzzle. The most recent entry may include one or more UNUSED words. If you wish to include any word that has been removed, it must be retyped.
- You may have up to 500 UNUSED words. When saving progress, UNUSED words are also saved.
- To use Numbers when you create a puzzle, assign a letter for each number.

•• Tips and Techniques Continued ••

- When playing or printing a puzzle, clues appear exactly as they do when entering them. When typing in a clue, if a word is going to split between lines, press the Space Bar to move the cursor to the next line before typing the word.
- Incomplete puzzles cannot be printed or played. A puzzle is not complete until all clues are entered.
- While creating or playing a puzzle, if in doubt as to your next step ... press the ESC key.
- Whenver you select the option (R)estart, if the message "WARNING: Puzzle will be lost" appears, your puzzle is NOT saved on the disk and will be lost.
- Boxlines and Blackouts may be turned on and off by pressing CONTROL-B.
- Sound may be turned on and off by pressing CONTROL-S.
- When printing a puzzle, if you have answered incorrectly to "External line feed required (y/n)?", all printing will be on a single line or double spaced.
- The Player disk allows you to initialize blank disks for puzzle storage. You should save a backup copy of all puzzles on storage disks.
- For improved resolution when using a color monitor, turn color off.

•• Advanced Programmer Information ••

CROSSWORD MAGIC has the facility to access your own printer driver. When I/O card USER* is selected, printer output is directed to $1EOO with the following register data:

A..output character X..$Cn Y.$nO (n = slot number)

Your routine ($1EOO-$1EFF) MUST exit with RTS. To create a USER* file:

1. Boot 3.3 DOS Master.
2. Write your I/O driver.
3. Insert MAKER disk into drive.
4. Type: BSAVE USER* ,A$1EOO,L$100
5. Press the RETURN key to save driver.

•• THE FOLLOWING ARE REGISTERED TRADEMARKS ••

Apple II, Apple III, Silentype, MX-80, MX-80 TYPE II, MX-100, Graftrax, Microbuffer II, Microline, Okigraph, Paper Tiger and Grappler.

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